

# BLASTER™

- first-person space flight simulator
- dramatic depth sensation
- brilliant 3-D graphics
- new 49-way Power Grip™ flight stick
- stereo sound system
- complete game adjustments
- full bookkeeping and diagnostic tests



# It's a blast!

It's a first-person space flight simulator that takes the player on a journey into the fourth dimension! It's a whole new perspective on an alternate reality with the kind of dramatic depth perception and high fidelity stereo sound that leads the player into a breathtaking adventure through the outer reaches of space!



## blast off: the anti-planet

The player takes hold of the exclusive 48-way Power Grip, equipped with a blast button and hyperdrive, and is caught up in a space battle with clever anti-forces and bold configurations. The screen is the player's windshield as he fires his laser blaster at roto-shooting robots, androids and devils and at fighter ships and bombers programmed in an all-out attack mode. The player must also avoid colliding with barriers if he is to survive. Flying through arches and destroying control centers in the guard towers score more points.



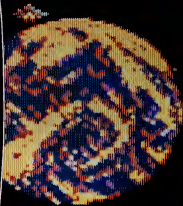
## through the time tunnel

The player now journeys through light years of spinning spirals in the time tunnel. He must aim his ship and fly to the spacemen floating helpless in the black void in order to rescue them.



#### **no space to hide**

It's Russian Roulette, space style! The closer the player gets the alien forces come to his ship before he activates his blast buttons, the more points he scores when he does destroy them. But it's living dangerously with enemies such as death riders, robots, squadrons, destructor satellites, awesome starships that shoot deadly rockets and fighters that launch mines!



#### **the asteroid belt: the rockiest phase of all**

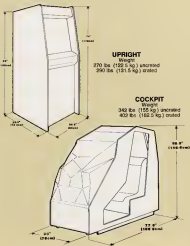
This is it! The player must avoid collisions with myriads of asteroids and planets as he hyperdrives to catch and destroy ships that zoom by him and as he blasts saucers, Cyborg ducks, space cats and the ultimate evil, the asteroid-spewing death skull, as they attack head-on. Here the player can also save stranded spacemen by picking them up in his ship and can re-energize his power pack by charging into the electrifying "E"!

As play progresses, new challenges and enemies come to life on the screen. By destroying the red saucer in the squadron last, the player earns a bonus, destroying it first earns a bonus and automatically wipes out the entire squadron. When the battleship squadron attacks, however, the player must shoot the entire squad to score a bonus.

**all this ... plus Williams®  
Incomparable game adjustment system**

To keep BLASTER a top-running game for all players and all locations, Williams provides the most sophisticated game adjustment system in the industry. It includes nine levels for difficulty of play to suit all players from beginners to experts. And BLASTER, like other Williams games, allows personalization of the attract mode message for individual locations.

BLASTER also provides detailed bookkeeping information to help operators optimize game adjustments for top earnings and all types of locations. Bookkeeping totals and game adjustments are backed up by a complete series of diagnostic tests to check entire electronic systems in a matter of minutes. And, of course, there are complete pricing settings for any price per play combination.



This equipment has been certified to comply with the limits for a Class A computing device pursuant to subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against radio frequency interference when operated in a commercial environment.

**POWER REQUIREMENTS**

115/230VAC Nominal, 50/60Hz  
(92.0/1.0A 230W  
(20A surge for one cycle  
at power turn on)

Normal Line = 98-126VAC  
196-252VAC

High Line\* = 113-145VAC  
226-280VAC

Low Line\* = 88-113VAC  
176-226VAC

\*Transformer jumpers required.  
See service manual.

**ENVIRONMENT**

Operating Temperature  
0° to +45°C ambient  
(+32° to +113°F)

Storage Temperature  
-40° to +65°C ambient  
(-40° to +149°F)  
90% RH at 40°C (104°F), non-condensing

**MONITOR**

19" Color Raster  
non-interlaced  
UL, CSA & DHEHS Approved

**VIDEO SYSTEM\*\***

255 Colors, 340 x 240 PDEL Resolution  
6809E Microprocessor  
ROM: 232K BYTES  
Video and Scratch RAM: 50K BYTES  
CMOS RAM: 1Kx4

**SOUND SYSTEM\*\***

2 Channel Stereo, 2- 6808 Microprocessors  
ROM: 8K BYTES (2 Systems)

**JOYSTICK\*\***

Optical Sensing  
49 discrete directions and degrees of movement  
(5 separate speeds in 8 directions  
plus center off position)

\*\*Patent Pending

Specifications subject to change  
without notice.

**SERVICE**

For the back-up that keeps you out-front,  
call Williams toll-free at 800/521-1253  
In Illinois, call toll-free at 800/572-1324.

**NOTICE** BLASTER is a trademark of Williams Electronics, Inc.  
BLASTER is designed and created by Vid Kidz

**Williams®**  
**ELECTRONICS, INC.**

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